

be compiled and communicated directly to the various slave computers through a communication port or socket.

In the context of this document, a “computer-readable medium” can be any means that can contain, store, communicate, propagate or transport the program for use by or in connection with the instruction execution system, apparatus, or device. The computer readable medium can be, for example, but is not limited to, an electronic, magnetic, optical, electro-magnetic, infrared, or semi-conductor system, apparatus, device, or propagation medium. More specific examples (a non-exhaustive list) of the computer-readable medium would include the following: an electrical connection having one or more wires, a portable computer diskette, a random access memory (RAM), a read-only memory (ROM), an erasable, programmable, read-only memory (EPROM or Flash memory), an optical fiber, and a portable compact disk read-only memory (CDROM).

Note that the computer-readable medium could even be paper or another suitable medium upon which the program is printed, as the program can be electronically captured, via for instance, optical scanning of the paper or other medium, then compiled, interpreted, or otherwise processed in a suitable manner, if necessary, and then stored in a computer memory.

Example Configuration Files and Options

To further the understanding of the foregoing discussion, specific illustrations will now be presented, regarding a preferred configuration syntax. The invention, however, is not limited to the syntax or configuration conventions presented below, as they are merely illustrative. In this regard, the following listing is an example of a master configuration file, which may be used to specify certain graphics configuration operations in accordance with one embodiment of the invention.

```
10      [ServerOptions opt1 [val] ... optn [val]]
      SLSd
          <slave_spec>
          <slave_spec>
          ...
15      [SlaveLayout <layout_options>]
          [SlaveServerOptions Opt1 [val] ... optn [val]]
          [SlaveScreenOptions opt1 [val] ... optn [val]]
          [SlaveEnvironment var1=val ... varn=val]
20      [DefaultVisual
          [Depth <n>]
          [Class
          {PseudoColor|DirectColor|TrueColor|GrayScale}]
          [Layer {Image | Overlay}]
25      [Transparent]

          [ScreenOptions opt1 [val] ... optn [val]]

      layout_options ::= <slsd_mode> | <slsd_layout>
30      slsd_mode ::= Mode { Accelerate | Accumulate |
          SuperSample | Cave }

      slsd_layout ::= Rows <nRows>
35                      Columns <nCols>

      slave_spec ::= <hostname> | <slave> | <master>

40      slave ::=
          Slave
              Hostname <hostname>
              [ID <id>]
              [Device <device_file>]
              [Type {2D | 3D}]
45      [FastLanAddr <ip_addr>]
```

```

[FastLanType {Public | Private}]

[ServerOptions opt1 [val] ... optn [val]]
[ScreenOptions opt1 [val] ... optn [val]]
5 [Environment var1=val ... varn=val]
End

master ::=
Master
10 [ID <id>]
[Rows <rows>]
[Cols <cols>]
[Mode <mode>]
15 [SaveLayoutChanges {True | False} ]

[<hostname> | <id>]
[<hostname> | <id>]
20 ...

[ServerOptions opt1 [val] ... optn [val]]
[ScreenOptions opt1 [val] ... optn [val]]
25 [Environment var1=val ... varn=val]
End

```

In the foregoing syntax, square brackets [] indicate an *optional* token or value and curved brackets {} indicate that one value from the choices listed between the brackets is *required*. Angle brackets <> refer to other items in the grammar that may be expanded.

30 Non-stylized items listed in angle brackets <> refer to what are expected to be obvious things (e.g., "hostname" would be a system's hostname without the domain suffix.

A special "token" may be used to indicate that a special syntax is being used. In the following example, the "SLSD" token indicates provides this indication.

```

35 [ServerOptions opt1 [val] ... optn [val]]

<slave_spec>
<slave_spec>
...
40 SLSD
[<hostname> | <id>]
[<hostname> | <id>]
...
45

```